

# LEGO ROCK RAIDERS INTRO SCRIPT V1.1

Created by Ian Deary for Data Design Interactive

Revision by Tomas Gillo for LEGO Media International, 23/03/1998

## SCENE ONE

DEEP SPACE. SOMETIME IN THE NEAR FUTURE.

FADE IN

*Spiral Galaxies, giant gas clouds and billions of stars fill the endless void. Meteorites pass by, spinning across space. A faint, unnatural humming noise can be heard, occasionally there is a more intense burst of sound. The camera locks on to a large meteorite as it hurtles past and tracks it. A vast metallic hull fills the scene and the meteorite diminishes to nothing until it bursts in a green pool of energy close to the ship, identifying the source of the intense sound.*

*More meteorites fly by, some colliding with the ship's shields. At the point of contact the shields ripple with green pools of energy. The camera fixes on a large window in the control tower as the enormous vessel lumbers towards us. The ship continues to get closer until we fly straight into the control room. Inside, the walls are covered with hi-tech control panels, monitors and equipment. Amongst all the flashing lights are the six officers of the LMS-Explorer: Captain Alexander Mac Cloud, Chief Engineer Rufus Johnson, Flight Officer Tanya Kordinski, The Driver (aka Mike), The Sailor (aka Jan) and The Geologist (aka Boris). We join them as they prepare to begin final landing procedures.*

CAPTAIN

*(To Boris)*

Have you managed to open a channel to Haven yet Boris?

BORIS

No, Captain. The meteor shower is causing too much interference. I'm trying to boost our signal.

CAPTAIN

OK, keep trying. We must establish contact and announce our arrival. Rufus, is there any way we can transfer more power to the comms?

RUFUS

I'll try Captain, but we're very low on power. Most of our reserves are being diverted to the shield generator to protect the ship from the meteor storm.

MIKE

*(Mike leans forward and starts pushing buttons)*

Hey Rue, how about letting me take a look at that? You know I'm pretty good when it comes to...

*(As he finishes his sentence, a red light starts to blink and a siren sounds. There is a sudden massive jolt followed by thunderous vibrations.)*

RUFUS

*(Rufus is startled and slightly panicked)*

Captain, something else is draining power from the main engines. It's as if we're being pulled backwards!

MIKE

*(In despair)*

Oh no! What'd I do now!?

CAPTAIN

Jan, sound the general alarm! Tanya, increase engines by fifty percent! Boris what'd you have?

BORIS

I'm not sure Captain. Something is wrong. The scanners report a massive disturbance in the sector behind our ship!

MIKE

*(In the background)*

Why did I take this trip? Why? Tell me that! I should never have taken this job!

TANYA

*(Interrupts Mike)*

Engines at seventy five percent captain!

BORIS

*(Pressing a pair of headphones against his ear)*

Captain, I'm receiving a signal but it's very weak. I can't make it out.

CAPTAIN

Keep trying. Rufus, divert all power except shields and life support to the engines, you've got to give us more power!

RUFUS

I'm on it Captain!

BORIS

Whatever is draining our power is also causing massive interference to our communications systems!

*(Rufus lies under the main desk and starts fiddling with various wires and circuits underneath one of the control panels. The lights in the control room flicker momentarily then return to normal.)*

BORIS

Captain! We're receiving the transmission from Haven, it's feint, but it should be readable.

CAPTAIN

Patch it through to the main monitor.

BORIS

Here it comes!

*(The screen on the bridge crackles with interference as the image of the transmission tries to break through. The base Commander of Haven is faintly visible.)*

BASE COMMANDER

*...\*? #...meteorite travelling at high velocity...\*??#~...heading of...?##...course now, or collision imminent...\*?~##...detect massive worm hole...?\*##...repeat... divert!*

*(The screen returns to static and then falls dead as the transmission is lost completely. The six minifigures on the bridge of the LMS-Explorer turn to each other. The lights on the control panels begin to go bezerk. The six characters are bathed in flashing lights as the massive ship begins to lose power.)*

CAPTAIN

*(Alarmed but steady)*

Action stations. All hands. Tanya set a new course! Boris, give me a new heading!

BORIS

Sir, I'm picking up a massive object heading straight for us, bearing 85.2. We'll never manoeuvre in time!

CAPTAIN

Can you patch it through to visual?

BORIS

On screen.

*(The crew of the LMS-Explorer turn towards the video screen and gasp)*

SCENE THREE

SPACE. EXTERIOR.

*(The camera pans through the debris of the meteor shower until we see the massive ball of ice and gas spinning relentlessly toward the Explorer. Smaller asteroids bounce and explode in clouds of dust and debris as the icy mass hurtles through them. As the meteor passes we follow it showing the Explorer straight ahead.)*

## SCENE FOUR

LMS-EXPLORER. INTERIOR.

*(The camera pulls back from the video monitor showing the asteroid hurtling towards the ship – there is a moment of tranquillity followed by commotion.)*

CAPTAIN

All hands brace for impact. Tanya shut down the engines, Rufus, transfer all power to the front shields!

RUFUS

But Captain, if we lose the engines we'll be pulled through the worm hole!

CAPTAIN

And if we don't we'll be smashed to pieces! We'll have to take that risk...

MICK

*(Looking worried)*

Why did I ever take this trip?

ALL EXCEPT MIKE

Shut-up MIKE!

## SCENE FIVE

EXTERIOR. LMS-EXPLORER.

*(The meteorite occupies the lower quarter of the screen as it thunders towards the stricken craft. Flashes of green light ripple against the shields as the smaller debris from the advancing ball break off and collide with them. The massive ship creaks and groans as the engines die and the ominous worm hole spirals behind it threatening to consume the craft. The lights along the gigantic hull flicker and fail. Now in darkness, the powerless Explorer drifts with impending doom towards the hole, with the meteorite perilously close to impact.)*

*The meteor smashes into and then through the shields, they flare with green veins of light drawing from the point of impact. With a huge explosion the meteor blasts into the front port side of the LMS-Explorer drawing vast amounts of energy. With the force of the impact the icy meteor explodes into an ironically beautiful display of dust, ice and burning gas. Fragments of the meteor fall away into space. The force of the impact propels the LMS-Explorer backwards, and with increasing speed it enters, spinning into the worm hole.)*

#### Scene Ten

The Explorer hurtling through the wormhole. Distant sounds of the crew screaming as the ship spirals past.

#### Scene Eleven

EXTERIOR. SPACE. All seems quiet. Suddenly there are sparks and flashes of coloured light coming from a point in space. The huge disk-like shape of the wormhole expands to engulf the scene as it prepares to spit out the crippled Explorer. The ship emerges from deep within the wormhole and now on the other side of the wormhole in an uncharted area of space.

#### SCENE SIX

INTERIOR. EXPLORER.

*(We view the scene from the eyes of Mick who is floating upside down on the bridge of the Explorer. He blinks as he tries to re-orient himself not only to being weightless and upside down but also with his colleagues floating past him in the dim red light.)*

#### CAPTAIN

Is everybody OK? Mike can you re-activate the gravity?

#### ALL

*(Yelling and falling through the air)*

Slloooowwwllyyy!!!

*(They all go crashing to the floor as the gravity returns.)*

#### MIKE

*(Forlorn)*

Sorry guys...

CAPTAIN

Damage report please Rufus?

RUFUS

*(Getting to his feet)*

Although the shields were breached the hull remained intact. There are no reports of casualties, however the shields consumed almost all our power, we're running on empty Captain.

CAPTAIN

*(Looking out of the window as the wormhole closes)*

Where on LEGO are we?

JAN

*(Peering into various monitors)*

The navigation computer is going wild. Captain – I think we're lost!

BORIS

*(Peering into a monitor pressing more buttons)*

I don't know how to explain this but we seem to be at a point on the other side of the known LEGO Galaxy. I approximate that we are currently 500 light-years away from LEGO Homeworld.

CAPTAIN

Are immediate concern is power. Boris, run a scan for Power Crystals?

BORIS

Checking now sir.

MIKE

Somebody tell me this is a dream!

BORIS

Sir, there is a planet within reach that looks as though it contains all the Power Crystals and Ore that we could possibly need.

TANYA

Great! What are we all waiting for?

MICK

Now I CAN be of use. I'll prepare the Big Driller for action!

CAPTAIN

OK. Let's get ready to do some serious digging crew! Tanya, set a course for the planet.

BORIS

Captain, one more thing. The scanners have detected something beneath the surface – unknown life forms.

SCENE THIRTEEN

EXTERIOR. EXPLORER.

*(The camera pulls away from the Explorer until we can see the new planet glistening in the distance.)*

EPILOGUE

*(Possibly cut)*

As the ship slowly sets off toward the new planet there is a new excitement amongst the crew.

The crew is now faced with their biggest challenge as LEGO Rock Raiders. With only a few power crystals left they must reach their new power source. Only then will they have enough Ore to repair their ship and enough power to attempt their return to the LEGO Homeworld. Who knows what lies in wait for these brave characters...?

Only you can decide.

END.